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GAUDIUM



INSTRUCTION
MANUAL



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WARNING:

READ BEFORE USING YOUR SNOO VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may include previously untreated epilepsy symptoms even in persons who have no history of prior seizure or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while operating video game—dizziness or blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movements or convulsions—**STOP IMMEDIATELY**. Discontinue use and consult your physician before resuming play.



The official video game console that's a product made the highest quality standards of SNOO™. Buy games and accessories with this seal to be sure that they are compatible with the SNOO™
GAME™ SYSTEM.

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Adventurer's Survival Guide

Get ready for the ultimate fantasy adventure! This time it's four times as challenging with four game modes, four player simultaneous action, and four legendary adventurers at your command! This will not be an easy journey, so be sure you read this guide to the world of Gauntlet, and learn of the many dangers and mysteries you will face on your quest.

Starting the Game

1. Make sure the power switch is OFF and that there is no game cartridge in your Sega Genesis System.
2. Plug a Genesis Controller into the "CONTROL 1" port on your Sega Genesis. If you have the Team Player™ adaptor, or the 4-Way Play™ adaptor, make sure it is connected to your Genesis according to the manufacturer's instructions, and any controllers are plugged into the adaptor.
3. Insert the GAUNTLET IV cartridge firmly in the cartridge slot on the Genesis System and turn the system on.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of previous televisions: Still plays in its original state and does not require any special care or attention. Do not use the plug-in of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



The Introduction Screens

After turning on your Genesis system, the Gauntlet II title screen will be followed by a brief demonstration of the basic game, a legend of items available in the arcade mode, a guide to

the many enemies you will confront, a staff screen, and the high score table for the arcade mode. These screens can be sped up or stopped by pressing left or right on the directional pad or any of the buttons. To begin the game at any time during these screens, press the START button. This will call up the game mode selection screen. To select a highlighted option, press the A, C, or Start button. To return to the previous menu, press the B button.

Play Modes

There are four main game modes: Arcade, Quest, Battle, and Record.

Arcade

This mode is a pixel-perfect conversion of the original Gauntlet arcade game. This is the best mode to familiarize yourself with the controls, gameplay, and areas.

Quest

Intense action role-playing that requires both a sharp mind and a eagle eye to solve the many intricate mysteries. Unlike the other modes, you take on the role of the adventurer, gaining experience points to increase your abilities and earning gold to purchase vital weapons and items.

Battle

The Battle mode is where courageous adventurers prove who is the strongest in the

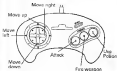
Gauntlet arena: You end up to three other players fight against each other in exciting medieval combat!

Record

Challenge yourself to become a better adventurer in the Record mode. Game statistics keep track of your performance after each level. The faster and more skillfully you advance, the higher your ranking as an adventurer will be!

Controlling Your Character

While in act on play, use the controller as shown to control your character:



(START) Begin play. During play, pressing START will pause the action.

In addition, the controller sets the direction of fire when the "B" button is held down. You can

fight most enemies in hand-to-hand combat by running into them and holding the pad in their direction.

In the Basic mode, the "A" button uses your weapon to attack in hand-to-hand combat.

Holding down the "B" button will lock your position, then use the directional pad to pre-aim and aim in the desired direction. Your shots will fire continuously with the B button held down.

Basic Dungeon Guide

Throughout the labyrinths and dungeons of Gauntlet are armies of wicked enemies intending to put an end to your quest. These monsters are spawned out of evil generators scattered everywhere. Eliminate these generators and enemies by shooting them, fighting them, or by using a magic potion. Some monsters must be shot more than once to eliminate. Magic potions damage all the monsters on the screen.

Your character begins with a certain amount of Health Points. These Health Points are indicated by a number that constantly decreases every second you are in a dungeon. When you are damaged by an enemy attack, your character will lose health points. When your health reaches zero, your character dies and the game is over. Health points can be replenished by eating the food found throughout the levels. Collect keys to open doors that may stand in your way. Traps

that appear as glowing floor tiles can cause certain walls to disappear when stepped on. Look out for conspicuous-looking walls that can be destroyed by your shots. Be sure to grab treasure chests to increase your score or gold.



BOON: If you have a key, these barriers will magically disappear, along with the key.



DESTRUCTIBLE WALL: Can you tell the difference? These walls can be dissolved with your shots.



TRAP TILES: By walking over these tiles, certain walls will disappear. On some levels, you must activate these to advance.



EXIT: Leads to the next level. Some may warp you to an even higher level. In the Quest mode, arrows will indicate whether they lead to the next higher or lower floor.



TRANSPORTERS: Transports you to the nearest transporter on-screen. Runer has it that you can actually control where you appear.

Common Items

Here are some of the items you will encounter on your adventure.

TREASURE:

Worth 100 points. (Worth a variable amount of gold in the Quest mode.)

FOOD:

There are two types of food: destructible, and non-destructible. Grab either one, and they will restore 100 Health Points.

MAGIC POTIONS:

There are two types of magic potions: destructible (blue), and non-destructible (red). When a blue potion is shot, it will activate, damaging everything on the screen. The potions are much more effective if they are collected and used properly, instead of shooting them.

SPECIAL ABILITY POTIONS:

These potions grant extra powers when they are obtained. Be especially careful not to shoot these—they are much more valuable in your character's possession! The markings on the bottle indicate the ability the potion will enhance:

-Extra Speed

-Extra Armor

-Extra Shot Power

-Extra Shot Speed

-Extra Magic Power

-Extra Fight Power

KEYS:

Collect keys to open doors. Make sure you always have a spare!

TEMPORARY INVISIBILITY:

A magical item that makes your character invisible to all enemies for a short amount of time. Your progress will be geared as long as you are quiet.

Treasure	
Food	
Non-distractable food	
Flight potions	
Increase armor	
Increase speed	
Increase magic power	
Increase shot power	
Increase shot speed	
Increase light power	
Key for doors	
Invisibility	

The Army of Darkness

There are a variety of monsters in the dungeons. Some take up to three hits to destroy. The brighter the coloration of the monster, the stronger it is. Larger generators produce stronger monsters. Every time an enemy is shot, it will become darker in color until it is destroyed. A generator produces only one type of monster, and its appearance indicates the strength of the monsters it produces. Death and thieves do not have generators.

Here are some of the enemies you will encounter on your adventure:



GHOSTS

Players cannot fight ghosts, but they can be shot. Ghosts inflict damage and disappear when they come into contact with a player.



GRUNTS

Players can fight and shoot grunts. Grunts will fight players, inflicting damage every time they strike.



DEMONS

Players can fight and shoot demons. Demons will shoot and fight players, inflicting damage every time they bite, or hit the player with a shot.



SCORPION

Players can fight and shoot scorpions as long as they are visible. Scorpions will disappear for a brief moment, then reappear and attempt to fight the player.



LOBBER

Players can fight and shoot lobbers. Lobbers can shoot over walls, but cannot fight. Damage is inflicted when the player is hit by a shot.



DEATH

Players cannot shoot or fight Death! Magic is the only thing that will destroy it. Death drains health very rapidly when it comes into contact with a player. It will disappear after draining a LOT of energy.



THIEF

The thief can be shot or fought, but magic is useless. The thief cannot drain any energy from a player. He will try to steal from the southeast player. Be careful not to let him get your special ability potions!

The Adventurers

In the arcade mode take command of one of these legendary adventurers: Thor, Thysa, Merlin and Questor. Each character belongs to a different class: Warrior, Valkyrie, Wizard, and Elf—each with unique attributes. In the Quest mode, you put yourself in the role of the adventurer—selecting only your character's class-type. Learn their powers, strengths, and weaknesses and F

THOR, the Warrior

The warrior is the most physically powerful of the four adventurers. He wields a large axe that inflicts major damage, but flies very slowly. Being a tough, well-trained fighter, his defense and hand-to-hand combat skills are especially good. His disadvantages are his slow speed and extremely weak magic power.

THYRA, the Valkyrie

For a well-balanced character with good abilities in all areas, pick the Valkyrie. Because of her strong armor and shield, she has the highest level of defense, taking the least damage from attacking enemies.

MERLIN, the Wizard

Merlin's magical power is second to none, and his lightning shots are very fast and powerful. However, his lack of armor, slow speed, and poor hand-to-hand combat ability makes him most suitable for advanced adventurers.

QUESTOR, the Elf

Questor is the fastest of the four, with great speed and agility. His arrow shots are the fastest, but also the least powerful. The elf's fighting ability is fast, and his defense is average. Also, his magical ability is quite good.

GUIDE TO THE REALMS OF GAUNTLET IV

Arcade Mode:

To begin play in the arcade mode, select the game start option and choose your character by moving up or down. When you have decided, press START to add a "coin." Each coin is worth a certain number of health, and you may add more coins on this screen. When the desired number of coins have been reached, press the C button to begin play. Additional players may join in anytime by adding coins and pressing their C button.

The arcade mode is a precise conversion of the classic arcade Gauntlet. You take control of one of the four legendary adventurers. The goal of the game is to stay alive as long as possible, collecting treasure items and eliminating enemies to attain the highest score possible. You must find the exit to advance to the next level, where you will find even more treasures and obstacles. Additional players increase the party's firepower and bonus multiplier. The arcade mode will be a new experience every time you play, as you will find that the levels will be arranged differently from one game to the next.

There is no end to the dangers in this mode—they will go on forever! If you manage to achieve a high score per coin average, you may enter your initials on the high scoreboard.

To help you get started, the game will display several hint messages every time you encounter something new. You may skip these messages by pressing the START button. Other hints will be given by the Dungeon Master in voice and on screen, during and between levels, so be sure to pay attention! After the game is over, you will have the opportunity to continue your game at that level if you have any remaining coins.

Options

There are a variety of options available in the arcade mode that are not available in the other modes. You may customize the game to your liking before starting the game.

Credits per player:

Adjusts the maximum number of credits or "coins" that can be used per game. Coins can only be added at the start of a game by pressing the START button after selecting character.

Difficulty:

Adjusts the game's difficulty. There are eight settings ranging from 0 to 7.

Health per coin:

Adjusts the amount of health each coin is worth. You may adjust the number between 100 to 2000.

Reduce text:

Hint messages will not appear if this option is selected.

Game type:

Normal—for normal play

Hard—for a real hard-core challenge!

Language:

Select English or Japanese

BGM:

Turns background music on or off

Controller tests

Use this menu option to test if your controller is working properly. A "1" will be displayed beneath the letter of a button when it is activated.

Sound tests

Use this menu option to listen to the 137 digitized voices, 69 sound effects, or the 18 awesome music soundtracks in the game.

Quest Mode

The real adventure begins here in the quest mode "Gaeltic Episode IV: The Cradle of Succession" is a vast action role-playing game where you become the adventurer in a long and challenging journey!

PROLOGUE

There are many mysteries and legends in this world. When a mystery has been solved, it becomes a legend which will be told over and over again by many people. There are some who seek the challenge of a quest in spite of the risks, so that they may create their own legend.

People call them... "Adventurers."

To this day there exists one mystery that has never been solved. Inhabitants of our realm call it "The mystery protected by the old castle towers." There is a castle hidden deep within the mountains, located far from human dwellings. Four massive towers surround the castle. The towers and castle are guarded by an army of evil. The four towers have had a spell cast upon them that protects the castle against intrusion from the outside world. To break the spell, one must conquer the supernatural elements that each tower represents. Unless you break the spell, you will not be able to enter the castle.

Some say that an ancient secret treasure, undisturbed for many ages, lies deep within the castle walls. This treasure is said to be the most valuable in the realm, guarded so heavily that it has become the ultimate mystery. There have been many that have sought to solve the castle's mystery.

So far, none have succeeded...



Adventure Overview

Your first objective is to penetrate each of the four towers guarding the enchanted castle. Each tower is a maze-like labyrinth, filled with monsters and unique elemental obstacles that you must overcome. At the top or bottom floor of each tower is a coil of arena—the key to breaking the castle's spell. It is rumored that each is guarded by a powerful dragon. To reach your objective, magical trap sites must be sprung in order to advance to the next floor.

Along the way, you'll collect valuable treasure—gold that you can use to purchase vital weapons and equipment before your next venture into the sewers. You'll also gain valuable experience points by defeating monsters and progressing skillfully through the labyrinths. These points represent the knowledge and muscle gained in battle, and can be used to increase your abilities.

When you obtain all four coats of arms, you will be able to break the castle's magical seal and attempt to solve the adventure's final mystery.

Begin Your Journey

To begin play in the quest mode, press the start button after highlighting the "New Game" option. At that time, all players must press START on their controller in order to participate in the quest. Select your class (Mammoth, Valkyrie, Wizard, etc), and then enter your name. Use the A or C button to advance the cursor after selecting a letter with the directional pad. Use the B button to move back. When you are finished entering your name, press the start button, and the game story introduction will begin. This sequence can be sped up by pressing START. To select the Continue option, you must have a password generated by the Quest mode to continue a game from another session. Enter the password as you would your name.

You will begin your quest in the adventurer's marketplace. For generations, a family of dwarves has maintained the lower mining grounds. With the reputation of being the main source of the realm, they are happy to assist potential adventurers in their quest. For a price, equipment and items can be purchased from their shops. After approaching a shopkeeper, a list of equipment and items can be viewed inside your adventurer's status display. There are three equipment categories and an item section. To select between items in a particular category, move left and right. To view the next category, move up and down. The amount of gold you have and the price of an item will be displayed above the item's name.

Beneath the name of a weapon or piece of equipment will be its characteristic power range. The number displayed to the right of an ability symbol indicates the power increase that equipment will provide. A red number indicates the amount the equipment will decrease an ability. Floating item or equipment names indicate that you can afford them. Dark item or equipment names indicate that you cannot afford it yet. The name of the weapon you are currently using will appear solid. To buy something, press the A or C button while the desired item is highlighted, and then select "yes." Press the B button to cancel. You may carry only one piece of equipment at a time from each category. You can

have only one of each item at a time. A shop can be exited at any time by pressing the START button.

For a complete list of equipment and items, see page 31-34

The Towers

The goal in each tower is to reach the top or bottom floor and obtain the tower's cost of arms. This will not be an easy task, as each tower is protected by its own characteristic element and an army of evil forces. Exits marked with arrows indicate whether it will take you to the next higher or lower floor. The interior of the tower is a complex maze, and each tower is ten floors high. You will not be able to proceed until you have found and activated all the necessary trap tiles. It is rumored that the traps also hold the key to the evil power on a floor. If you manage to activate all the traps on a floor, the next time you enter it, it will be free of monsters! It is said that a powerful dragon guards the cost of arms on the last floor of each tower. Survivors say that it's only weak point is it's head.

FIRE TOWER

The Fire Tower is located in the northwest. The floors are sprinkled with scorching hot tiles that will inflict damage. Try to reach the top floor in the tower.

EARTH TOWER.

In the northeast stands the Earth Tower. Rough terrain will slow down your progress here. Unlike the Fire Tower, your goal is located on the bottom floor.

WATER TOWER.

Look to the southwest for an icy tower known to possess the water element. Don't lose your footing on the slippery surface! Like the Earth Tower, the Water Tower is taken from the top.

WIND TOWER.

In the southeast stands a tower exposed to severe storms. The Wind Tower has been designed to channel powerful air streams into sections of its structure. Your goal is located on the top floor.

The Castle

Once you have obtained all four sets of arms, you can break the seal of the castle by shooting out the four elemental crystals that surround its entrance. Some brave adventurers that have seen only a glimpse of this fearsome labyrinth report that an evil power managed to send them into total confusion before they escaped...

The Camp Subscreen

Any time during the game, except when fighting a dragon, the game can be paused to bring up the Camp screen by pressing the START button. These subscreens are used to select items, obtain a continuation password, view status, use experience points to increase your abilities, or to view inventory. Learn how to use these screens well, as they provide vital information.

ITEM

To equip an item, use the menu. Press the A or C button, then use the directional pad to highlight the desired item. Press A or C again to equip it. Only one item can be active at a time. To cancel an equip, press the B button while the cursor is flashing.

PASSWORD

To continue play at a later time, there is a password system that will keep track of your position in the Quest mode. If you wish to continue playing with your items, abilities, and progress intact, be sure to take down these passwords, as they will allow you to restore the adventure even after the system's power has been turned off.

MAIN PASSWORD

The main password keeps track of your character's items, experience, abilities, experience, gold, etc. Be sure to write the name you put in for your character along with the main password—you must use the main password with it's matching name or it will not work.

LEVEL PASSWORD

This password is entered at the start of each tower or the castle during a continued game. It keeps track of your progress in that specific tower—namely the floors that you have cleared out and the traps that you were able to activate.

STATUS

Here is where you can view your abilities and experience points (EP). The ability symbol is followed by a graphical and fractional representation of the ability's power rating. To the right of the power rating is the number of experience points needed to increase the ability a level by one. The experience points you gain by defeating enemies and conquering towers is displayed in the lower left corner of this sub-screen. To the right of the EP indicator is the maximum number of Health Points (HP) that your character can have. The status screen is also where you can use your acquired EP to upgrade your abilities.

To do this, press the A or C button on the status screen to activate the highlighter. When the desired ability is highlighted, press the A or C button to increase the ability's maximum level by one. The number of EP required will be deducted from your total amount of EP, and the number of points required for the next level up will increase. When you are finished, press the START button to confirm, or the B button to abort. You can also upgrade the maximum number of HP in the same way by highlighting the HP max indicator and increasing it's level. An ability's level can be decreased or increased by moving left or right while the ability is highlighted.

EQUIPMENT

This is a list of the items equipment that your character is carrying, including weapons and armor. These are equipped at all times.

Dungeon Survival Guide, Advanced Edition

There are special floor sections in the towers and castle—many are potentially hazardous to adventurers. Use special care when encountering them, and take note of their different appearances and effects.



NO SHOT TILE:

These magical tiles will paralyze an adventurer's firing ability. When finding an entrance, you'll have no choice but to fight them or use magic.



NO MAGIC TILE:

These magical tiles will paralyze an adventurer's magical ability. You can continue to shoot and fight, though. Be especially careful of these when there are hordes of enemies or when a Death is lurking close by...



DAMAGE TILE:

Stepping on a tile will hurt your feet and drain your energy, so try to avoid them. Humor has it that a magical ring can counteract it's effect on an adventurer.



SLOW TILE:

These rocky surfaces slow your movement down drastically. If only you could float over it's treacherous surface...



SLIP TILE:

Your agility and maneuverability will be decreased so considerably when you start to slip on these slick surfaces. If you fight on, though, they might not be too much of a problem...



WIND STREAM TILE:

Powerful, concentrated gusts of wind will throw you off balance and make it difficult to move.

Items You'll Need on Your Quest

There are many special items to help you on your journey. Some can be purchased in the shops. Others are hidden deep within the dungeons. The rings are rumored to have counteractive effects against supernatural elemental forces.

HEAL DRINK:

This valuable item can completely restore your health at any time. To use it, press the A button while the heal drink is equipped.

WARP RING:

This magical item has the ability to transport you out of any dungeon. With the warp ring equipped, press the A button, and you'll be instantly warped back to the marketplace. Great for getting out of bad situations and when you can't find your way out of a dungeon.

FLOAT RING:

When your feet are beat, here's the relief! Many frustrated adventurers have found that they could not use the transporters while wearing this ring.

FIGHT RING:

Gives the adventurer the ability to fight more skillfully. When equipped, press the A button, and you will attack manually. Some say that the warrior will stand his ground and become brave enough to fight even death itself!

HEAL RING:

This ring will help you keep your cool, as it stops your health from slowly draining away.

REBOUND RING:

This ring gives the adventurer the ability to fire reflective shots when equipped. Your weapon will bounce off of walls until you want to fire another shot.

Adventuring Equipment

In order to survive, you will have to upgrade your weapons, armor, and other equipment. The more expensive the equipment is, the more effective it will be. There are different types of weapons and armor for the four class types. Save up your gold and shop wisely. Some of the equipment cannot be found in the shops.

WARFONE

21
 2003
 Area
 West coast

Name	1	2	3	4	5	6	7
MIDDLE AXE	8 G	1					
BROAD AXE	1 000 G	8	2	0	0	0	0
BATTLE AXE	4 000 G	4	2	1	2	0	0
FLYING AXE	8 000 G	8	1	0	0	0	1
WARBORN AXE	14 000 G	8	0	2	2	0	0
THUNDER AXE	22 000 G	4	7	1	0	0	0
DWARVEN AXE	32 000 G	8	2	2	2	2	0
MULLINER	1	2	1	2	2	2	2
WHISTLE	2 G						
IRON WHIST	2 000 G	8	0	0	0	1	1
SILVER WHIST	8 000 G	1	0	1	2	1	1
BLAST WHISLE	18 000 G	1	0	0	0	1	1
BRACELET	8 G						
POWER BRACELET	2 000 G	1	0	0	0	0	1
ELITE BRACELET	8 000 G	0	0	0	0	1	1
DEALPHER	18 000 G	2	0	0	0	2	2

VALKYRIE

01 Seconds
 02 Minutes
 03 Average

Name	Cost	01	02	03	04	05	06
BROAD-SWORD	0-0	-	-	-	-	-	-
LONG SWORD	1-000-0	0	1	0	1	0	0
BANDED SWORD	2-000-0	0	2	1	2	0	0
LONG BLADE	3-000-0	1	3	0	3	0	0
ARMED SWORD	54-000-0	2	4	2	2	0	0
ARMED BLADE	21-000-0	2	0	1	0	0	0
HELD SWORD	32-000-0	2	0	2	0	0	0
SHAMAL SWORD	7	7	7	7	7	7	7
MIDDLE SHIELD	0-0	-	-	-	-	-	-
LARGE SHIELD	3-000-0	0	0	1	0	2	0
KNOCK SHIELD	8-000-0	1	0	0	0	2	0
BLUP SHIELD	16-000-0	2	0	0	1	2	0
SCALE ARMOR	0-0	-	-	-	-	-	-
CHAIN MAIL	2-000-0	0	0	0	0	1	0
PLATE MAIL	5-000-0	0	0	0	0	4	-1
HEAVY METAL	10-000-0	0	0	0	0	4	2

WIZARD

(C)

Magical battle

(C)

Magical attacking

(C)

Magic's value

Name	Cost	Magical battle	Magical attacking	Magic's value	Magical battle	Magical attacking	Magic's value
ENERGY BALL	0 G	0	0	0	0	0	0
ENERGY BOLT	1,000 G	0	1	0	1	0	0
ENERGY SHOT	4,000 G	0	0	0	1	0	0
MAGIC ARCHER	0,000 G	-1	0	1	1	0	0
MAGIC MISSILE	14,000 G	-1	0	1	2	0	0
PSYCHO SHOT	21,000 G	0	0	1	2	1	0
RAY BALL	32,000 G	0	2	2	2	1	0
LIGHT OF EXCALIBUR	?	?	?	?	?	?	?
PROTECTION	0 G	--	--	--	--	--	--
HI PROTECTION	2,000 G	0	0	0	0	1	0
MAGIC SHIELD	0,000 G	1	0	0	1	1	0
PSYCHO BARRIER	10,000 G	2	0	1	1	1	0
COTTON BOMB	0 G	--	--	--	--	--	--
HEAVY BOMB	2,000 G	0	0	0	1	0	0
BLAZE BOMB	0,000 G	1	0	0	0	0	0
ENCHANTED CLANK	10,000 G	1	0	0	0	0	0

ELF

E1 Address
E2 Size
E3 Bits

Name	E1	E2	E3	E4	E5	E6	E7
WOOD ARROW	0-0						
IRON ARROW	1 000-0	0	1	-1	1	0	0
STEEL ARROW	1 000-0	0	2	0	1	0	1
CEYLANE ARROW	1 000-0	0	2	1	1	0	1
SILVER ARROW	1 000-0	1	2	2	0	1	1
GOLD ARROW	1 000-0	1	2	2	0	2	1
LYLE ARROW	1 000-0	1	4	0	1	2	1
BURN ARROW	1	2	2	2	2	2	2
DIAMOND	0-0						
SILVER DIAMOND	1 000-0	0	0	0	1	0	1
WHITE DIAMOND	1 000-0	0	0	0	2	0	1
GEM DIAMOND	1 000-0	1	0	0	2	1	1
LEATHER BOOTS	0-0	-	-	-	-	-	-
SPEED BOOTS	1 000-0	1	0	0	0	0	1
HIGH SPEED BOOTS	1 000-0	1	0	0	0	1	2
MAGIC BOOTS	1 000-0	1	0	0	0	2	2

Battle Mode

The fun continues with the ultimate in multi-player medieval combat! This mode is for 2 or more players only. Adventurers will engage each other in a special arena to test their fighting skills and to prove who is the most powerful in the realm!

To begin play in the battle mode, select from one of the following: Normal Battle, Equal Battle, and Password Battle.

Normal Battle:

Adventurers will fight as one of the four characters, each with their own characteristic strengths and weaknesses.

Equal Battle:

Adventurers will fight as one of the four characters, but each character will be equal in power.

Password Battle:

Adventurers can use the power and experience they have acquired from their quest in arena battles! A main password from the quest mode can be entered when selecting a character. During battle, their abilities can be viewed and compared by passing the game.

After selecting the type of battle, select the number of players from one to four, your character, and then the number of rounds to be played.

Battle Gameplay

The arena battles are slightly different from your normal dungeon adventures. The floors have been covered by a slick, slippery surface, decreasing the character's agility. Many walls bear a reflective surface that your shots will bounce off of until another is fired; be careful not to shoot yourself! The B button is used to fire shots, but you can no longer hold down the button for rapid-fire. The C button is used to activate magic potions that will stem all other players. Most importantly, the A button is used to fight hand-to-hand, which will inflict much more damage than a shot. Conventional hand-to-hand fighting by running into the enemy will not work against another adventurer. Also avoid nets, as they will eliminate you instantly!

The object of the battle mode is to eliminate all other players by draining their health, or by forcing them into an exit. Attacks will drain an opponent's health and push them away. If you manage to kill an opponent, your health will increase by 500—drastically increasing your chances of survival. Power-up potions that increase your agility, keys, magic potions, food, and other items can be found hidden beneath the destructible walls in the arena!

Even small groups of monsters may be found—use them to your advantage! A round will end when only one adventurer is left standing, or if all adventurers are eliminated. Points will be scored, and a comprehensive read-out of each adventurer's performance will be displayed after the number of rounds you specified have been played out.

Record Mode

The record mode is a great place to challenge yourself and to improve your skills as an adventurer. This mode is a variation of the Arcade Mode, for one player only. You start the game with 89 coins worth 500 health each. The goal is to progress as far as you can in the least amount of time while taking the least amount of damage. After every level, a comprehensive read-out of your performance informs you of your current totals and averages. A special password saves this information for later use. This password will also allow you to compare the game at a later time with your records intact.

When starting the game, enter your name and the current date. This is important to remember when taking down your password—you must use the same name in a password! The record mode passwords and quest mode passwords are not compatible.

Tips for Stumped Adventurers

In the quest mode, you will find that your journey will be long and filled with obstacles. Some parts of the quest may seem unsolvable or impossible to overcome. Strong adventurers never give up!

- There is always a way to advance to the next floor. If you are stuck, retrace your steps and try to find a trap like you might have missed. To find out if you have found all of the traps on the floor, exit the floor, and then re-enter it. If the floor is cleared of monsters when you go back in, you have successfully cleared out that floor. Some parts of floors must be searched via another floor. In some places, you might have to use a magical item to proceed. In other places, you may even have to reduce some of your powers to get past an obstacle.

- In each tower, there is a shortcut section that you will be able to use only after you have cleared out some floors. If you are able to clear out the first three floors, you can exit the tower and when you enter it again, you'll be able to reach the third floor easily if you can find the shortcut.

- If you see a bag lying on the ground, there could be a valuable item inside. Some treasure chests are evil and will drain your energy if you touch them. Shoot these to eliminate them.
- Sometimes it's a better idea to try to fight your way through a group of enemies rather than to shoot them.
- Some special items have powers that may not be apparent at first. Try to discover the special abilities of each one.
- A wise adventurer takes down his passwords often! This insures that you will be able to retain your powers and game progress!
- Be careful to write down your passwords accurately. They must be precise in order to work. If you are having trouble, check to see that the name you are using matches with your password. Spelling in this game must also be taken into account.
- You will not be able to pause the game when fighting the dragon, so be sure to equip the desired items before entering it's lair.

- Multiple players will get better faster if they play cooperatively. Each character has it's own strengths and weaknesses. Create a strong adventuring party by learning which character is the best to use for each situation.

The quest may take weeks or even months to complete. Even then, it is not over because there is more than one ending to the journey. The decisions you and your party make will determine your fate and the outcome of the adventure! Resistance is power in the world of Gauntlet. Go forth in the strength and honor that those before you have gone in, and perhaps you too, will become legendary!

Good luck!

The Four Legendary Adventurers

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Problems or Questions?

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